

JACG JACG

NEWSLETTER
VOL. 2 NO. 1
SEPT. 1982

Single Copy
Price \$1.00

THE JERSEY ATARI COMPUTER GROUP

From the Editor's Desk....

Parsippany, NJ: Welcome to the volume 2 Number 1 issue of the JACG Newsletter. If this is your first issue, it's good to have you aboard. If you are an oldtimer, welcome back and I hope you have had a pleasant summer. In any case, this issue represents a milestone for JACG! A lot of changes have been made and more are on the way, hopefully for the better. I will mention the significant changes and ask that you continue to give me feedback on the content and "look" of this paper.

First, on behalf of the entire membership of JACG, I would like to thank Dick Kushner for the fine job he has done producing this newsletter. He has done this almost single-handedly and I personally don't know where he had found the time to do such a superb job. You now have a new person handling the editorial duties of the JACG Newsletter. I'm sure many of you are wondering, "who is this guy, anyway?" Well, I am a human factors psychologist at Bell Labs in the outside plant area. This means that I evaluate Bell System hardware and software for "useability" by Bell System Craftspeople. Prior to joining Bell Labs, I sold, installed and maintained computer time-sharing application systems for about 4 years. This included customer education in BASIC and high-level, proprietary software packages. The reason for this mini-resume is to let you know who I am and what kind of background I bring to the job of editor of this paper. I am not a "bit & byte" person, although I understand the fundamentals of computer operation. Therefore, now and then I will need the help of the more technical members of JACG. Enough about me.

Due to the size of our organization (close to 200 members at last count) we are now having the newsletter printed professionally. This was the main reason for raising the membership dues to \$15 per year. We are trying to give you more information, news and fun, for your money. We will maintain the 12-page, 2-column format of the newsletter. To produce this paper, I will primarily be using TEXT WIZARD by Datasoft and a C. Itoh 8510 Prowriter printer (which is equivalent to the NEC 8023). Unfortunately, TEXT WIZARD does not yet know how to talk to my printer. Therefore, until I receive the new version of TW (I have been calling Datasoft concerning availability since May -the original release date was June 1, then July 1, and now the latest is, end of August), I will be relying on Dick Kushner to print the articles on his Epson printer.

I will accept either paper or disk submissions to the newsletter (see address below). If you would like to contribute an article, program, or whatever, on paper, please submit material in 3-1/2 inch columns, typed single-spaced and camera ready by the 20th of each month. Contributions sent on disk (either Text Wizard or Atari WP files, or ASCII files) will be returned, usually at the next meeting. You will probably get tired of hearing me say this, but I need your help. I cannot produce this newsletter alone. So, if you have a specific area of expertise that you would like to write about, or some hot programming tips, a program, application, or anything, send it to me. The motto of this paper will be-- ALL THE NEWS THAT FITS. Seriously, your input is encouraged and I will attempt to publish all submissions I receive. Remember, you do NOT subscribe to JACG, you PARTICIPATE in it.

This newsletter has been and will continue to be a very effective medium for our group. The main purpose is the dissemination of information about the Atari computer: its uses, features and operation. To further this goal, I would like to set up regular monthly or semimonthly columns covering the following areas: tips and techniques, library report, further reading, peeks and pokes, and graphics. If you would like to see additional columns, let me know, or better yet, write one. Ideally, there would be an editor for each of the columns, who would coordinate the gathering of the material and/or writing it. Again, I need your help!

Remember, the deadline for submissions to the newsletter will be the 20th of each month.

Arthur Leyenberger
JACG Newsletter
40 Lawrence Road
Parsippany, NJ 07054
(201) 887-2861 (home)
386-4254 (work)

AND NOW A WORD FROM THE PRESIDENT...

It is a very strange feeling to not have to be doing all the assembling and formatting and organizing, etc. for this newsletter. Yes, Virginia, there is a Santa Claus and he has delivered an Art Leyenberger to JACG to be our newsletter editor. I want all of the members to treat Art very kindly so he won't take his printer and ideas and enthusiasm and go home! Seriously, I think that Art is very well suited to take over as your editor. Just a close brush with his enthusiastic ideas has gotten my creative juices flowing again. There will undoubtedly be changes in format and style and emphasis in coming newsletters (all the prerogatives of the editor), and I am also sure that you will find that they are all for the better. Our first year's newsletter was, I think, a good start. Our second year's will be even better IF YOU ALL CONTRIBUTE. (Note the CAPITALS!) If Art gets as many contributions as I got, we will indeed continue our development.

I plan on contributing a column to our newsletter regularly. I'll try to cover what's new in Atariland as well as what's up with our group. This month I'll philosophize on where I think we're going.

I read how IBM will take over the personal computer market, with Radio Shack and Apple picking up most of the droppings and "others" getting about 15% of the action and I have to wonder if I'm on some other planet. The Atari sure looks like the current best (read many features/low price) computer on the market. Reports are that it is currently outselling Apple. Yes, it doesn't go well in the lab or in the office, but at home it fits right in. The hotshot software writers seem to have discovered it as witnessed by the profusion of recent offerings. Our JACG group grows by about 30 members per month, with about 200 members currently. All of these members seem genuinely interested in learning more about their Ataris and doing more with them. Helping them do that must be the prime directive of our organization. Getting the new members up to speed with the old members is another concern. Offering more services (i.e., classes, bulletin board system, etc.) is yet another challenge.

In the midst of this explosive growth, it probably is wise to realize that we are really just a small step on the path from computer ignorance to computer literacy. The Atari, as good as it is, is just a rough draft for what we will be seeing in a few years. It provides us with an opportunity to get on the bandwagon rather than having it leave us behind - a beginning on a road to a future that even the most visionary cannot possibly foretell. It is exciting, challenging and somewhat frightening. But most of all it is fun; the games are fun, the word processing is fun, the learning is fun. If we can keep our sense of humor in the midst of all these

PEEKs and POKEs we'll know that we're on the right path.

I promise that I won't let such daydreaming as the above become the staple of this column.

I do want to thank all of those who contributed to Volume 1 and all those who gave helpful suggestions. (I even took some of them seriously.) Remember, you won't have Dick Kushner to kick around as newsletter editor anymore, but you will still have him to kick around as President (that is, if he is reelected!) Now, at last, maybe I can get back to doing some programming. HELP - what's a DO LOOP?

JACG ELECTIONS

In the absence of any formal bylaws (which we ought to have!), the executive committee has decided that it is time to hold elections for our second year of operation. All the current officers have agreed to serve another year in the same capacity and we will take additional nominations from the floor for all offices at our September meeting. Elections will then be held at the November meeting. Here is a thumbnail sketch of the duties of each officer:

President: runs meetings, interacts with Atari, Inc. and other users' groups, oversees the programs and services that the group chooses to provide to its members.

Vice-President: serves in the place of the President in his/her absence, takes responsibility for equipment and facilities needed for group meetings.

Secretary: maintains the membership list (in conjunction with the Treasurer), is responsible for addressing and distribution of the newsletter, provides correspondence as required by the group.

Treasurer: maintains the membership list (in conjunction with the Secretary), oversees the collection and distribution of group funds, maintains records of those funds, reports to the group on the status of the treasury.

Chief Librarian: oversees the establishment and development of the library, screens programs submitted to the library, directs the documentation, reproduction and distribution of the library.

Newsletter Editor: oversees the preparation of the monthly newsletter, coordinating the input from members and other groups and sees that the newsletter is printed on schedule for distribution to members.

Advertising Manager: solicits advertising for the newsletter and acknowledges all advertising that is published, maintains a list of potential advertisers, sees that the advertising is delivered to the Newsletter Editor in a timely manner for publication.

Program Chairman: oversees the preparation and coordination of the monthly meetings, solicits speakers for the meetings, works on future programs and topics to make meetings interesting and informative to members.

THE JULY MEETING

This was the first meeting that did not have an announcement of its content sent out shortly before the meeting. Nonetheless, there was an attendance of about 125. Newsletters were distributed to members at the meeting and apparently many failed to pick up their copies, as witnessed by the large number that had to be mailed out. PLEASE remember to pick up your newsletter at the meeting.

We began with some self running demos of games that had been seen at previous meetings and then Art Leyenberger gave a very well prepared demo of Micropainter and Color Print. He demonstrated the many capabilities of these fine utilities with screen and viewgraph displays. We had seen a brief demo of Micropainter at our last meeting, but its capabilities were only hinted at then. It certainly looks like a lot more can be gained by having well prepared demos instead of just quick looks at new products, particularly utilities. Dick Kushner then demonstrated the Sweetalker Speech Synthesizer from Steve Ciarcia of Byte Magazine. It's kind of a shame that we just got this item. It was originally developed about one year ago when the competition cost more than twice as much, but now there are other products on the market that offer more features at a competitive price. It was, however, interesting to see how the Atari interacts with the speech synthesizer.

Under group business, we discussed the dues structure for the coming year that begins in September and the expenses associated with having the newsletter printed by a commercial printer. We also were able to get a list of names to help with the documentation, reproduction and distribution of the group library and a list of those interested in a number of special interest areas. We are also considering getting a tape duplicating machine for library use, a phone answering machine for a "hotline" service and setting up a bulletin board system for modem users.

Forms were passed out at the meeting to get some instant reviews of software, at which time the meeting disintegrated into chaos and ended, leaving the president wondering how he lost control of the proceedings.

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This course serves as an introduction to programming concepts using the Atari Basic Computer Language. It will also include a discussion of Atari color and sound capabilities.

Instructor: Arthur Leyenberger

Mr. Leyenberger's teaching experience includes courses in basic programming, statistics, application software and computer time sharing at Control Data Corporation.

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1982 MEETING SCHEDULE

All meetings are held on the second Saturday of each month in the Bell Labs Auditorium, Murray Hill, New Jersey.

Sept. 11, 1982

Oct. 9, 1982

Nov. 13, 1982

Dec 11, 1982

IMPORTANT ANNOUNCEMENT

HEAR YE! HEAR YE! HEAR YE ONE AND ALL

We are pleased to announce the startup of the official Bulletin Board System of the Jersey Atari Computer Group. It is based at Earthrise Computer Center and operates during non-store hours. The phone number is (201) 377-4084 and the hours that it is in operation are:

6PM-9AM EDT Monday, Tuesday,
Wednesday and Friday nights
8PM-9AM Thursday night
6PM Saturday night to 9AM
Monday morning.

All you modem users out there are welcome to call us up and leave a message or upload or download to your hearts content. Let us know of any bugs that you find so we can improve the service. We are starting with a version of the MACE BBS program and will either switch over to the Atari release of this program or else go to an all machine language system. We are initially operating with one Percom drive, but have an 810 drive available if the demand gets overwhelming.

JACG NEWSLETTER

Advertising Rates

- a) Full Page 8x10 ... \$40.00
- b) Half Page ... \$25.00
- c) Quarter Page ... \$15.00

Annual rates available upon request.

Contact: Herb Lehner
JACG
1375 Blair Ct.
Bridgewater, NJ 08807
(201) 582-2774 (days)
(201) 725-9394 (eve.)

R E M I N D E R

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AS MENTIONED IN THE LAST ISSUE OF THE JACG NEWSLETTER, THE DUES FOR THE COMING YEAR IS \$15.00. ALL MEMBERS WILL RECEIVE THE SEPTEMBER NEWSLETTER WHETHER THEY HAVE PAID THE NEW DUES OR NOT. HOWEVER, STARTING IN OCTOBER, ONLY THOSE MEMBERS WHO HAVE PAID THEIR DUES FOR THE NEW YEAR, WILL RECEIVE THE NEWSLETTER. If you have not yet paid your dues, send a check or money order for \$15.00 payable to JACG, to:

Rick Olson
5 Starling Drive
Randolph, NJ 07869

Remember, receiving the JACG Newsletter is just one of the many benefits of being a member of JACG (see Dick Kushner's comments in the July newsletter).

FURTHER READING

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Inside Atari DOS

By Bill Wilkinson

Compute! Books, \$19.95

This book was written by Bill Wilkinson of O.S.S., the authors of Atari BASIC, BASIC A+ and the Atari DOS. Bill is also the author of the series of articles in COMPUTE! called Insight:Atari. Beginning with a chapter on the history of the Atari computer and Atari BASIC, the book goes on to an overview of the Atari DOS. Primarily, the book is about the File Manager System part of DOS 2.0S, i.e. the file called DOS.SYS. After the overview of DOS, each command and procedure used by the DOS is explained in exhaustive detail. The final part of the book is a well-documented assembly-language listing of the entire DOS.SYS.

This book assumes a fair amount of knowledge concerning assembly language. Although not for beginners, this book would be useful if you would like to learn how DOS 2.0S works. It also makes a good companion reference to David Young's DISKSCAN program.

Atari Games and Recreations

By Herb Kohl, Ted Kahn and Len Lindsey

Reston Publishing Company, \$14.95

By means of games, this large, 338 page book teaches you how to program in Atari BASIC. Through the liberal use of examples of games, the reader (aspiring programmer) is painlessly led through the thorny garden of Atari delights. Most of the special features of the Atari are fully explained, including graphics, animation, sound and music, and color. Many program listings are provided.

Don't let the title mislead you. This is a well-written book on programming that uses a unique style to teach you BASIC. It is also useful as a resource for entertaining programming examples that may be helpful to educators. This book will definitely be ammunition for the war against computer illiteracy.

CANYON CLIMB-OFF FINALS

The Finals of the Canyon Climber Game Contest will be held on Saturday, Sept. 11, 1982 at 2:00pm at Earthrise Computer Center, 6 Green Village Rd. in Madison, New Jersey. Remember, your friends will be competing for the FIRST PRIZE of either a NEC Monitor or a VOICE BOX from the Alien Group.

Come on out and watch. It should be a lot of fun. -- See you there

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INSTRUCTOR: Linda D'Ambola

Mrs. D'Ambola has had fourteen years of computer programming experience and has taught various programming courses at a major corporation.

EVERYBODY HAS THE URGE!

How many times have you wanted to see the inside of your Atari 400, 800, 410 and 810? There are many reasons you didn't take them apart. So, we will take our equipment apart and show you the "Inside Story of Atari" and answer your questions.

This FREE two hour seminar is sponsored by Earthrise Computer Center and Dependable Parts of Chatham, an Atari Authorized Computer Repair Center.

The Seminar will be on
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to Noon at

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"SWEET TALKER" SPEECH SYNTHESIZER

Reviewed by Dick Kushner

I met Steve Ciarcia of Byte Magazine and Micromint Co. fame at the Trenton Computer Festival and asked if we could have one of his speech synthesizer boards to try out with the Atari. He was kind enough to provide one about a month later and I have been playing with it on and off for about two weeks.

First some background- speech synthesis is a new technology and represents an attempt to "humanize" the interface between man and machine. The obvious application is with computers, but it is also being applied to appliances and industrial machinery. There are several methods currently used for speech synthesis. The Sweetalker uses the Votrax SC-01 phonetic speech synthesizer chip which has the advantage of needing very little memory in order to simulate the vocal tract. The board I got to try out has a parallel interface, all the circuitry the Votrax chip needs and an amplifier to output the resultant sound to a speaker. The computer treats this board as if it were a printer; i.e., LPRINT commands containing ASCII characters are used to activate the speech synthesizer. There are about 60 "phonemes", or sounds, in language which combine together to form all possible words. Each phoneme is activated by a single ASCII character. There are also pauses to simulate the spaces between words and sentences.

So- does it work? Yes, it does, as long as you are sure to add the pulse stretcher circuit shown in the circuit diagram that comes with the unit and as long as you connect a wire across jumper position JP1 and as long as you have a +5 and +12 volt power supply (also available from Micromint). You must, of course, construct a cable to connect the board's edge connector to the Atari 850 Interface parallel port.

I was really excited when I was able to have words spoken! It seemed so easy to understand- I just input the right characters corresponding to the phonemes that make up the words and out came clear, but somewhat mechanical, speech. There was even a "dictionary" of the phoneme equivalents of many words. With a great deal of excitement I tried it out on my family- and they had a hard time understanding the speech. Thus I discovered a fundamental rule- when you know what the thing is going to say, you hear it very clearly! Some words others could also understand very clearly, but some words just don't sound like they should and were not guessed after many tries. The best example was "laugh", which came out sounding like "bleff" no matter what phonemes I tried.

Would I recommend that you get one of these? Like the man said- it all depends. For about \$130 you can get the "Sweet Talker" and have some fun learning about speech synthesis and probably incorporate it into some programs to get some interesting effects. It certainly

is a lot less expensive, although also more limited, than the Votrax Type-N-Talk unit. However, a new product, the Voice Box speech synthesizer, has just come out and it seems to have more features than this unit for only a little more money. We should have a review of this product in the near future. Personally, I found it fun to make the computer speak, even if I'm the only one who could understand it half the time. But then I've lived with this computer longer than the rest of my family and am more aware of the strange languages it sometimes speaks.

I'd like to thank Steve Ciarcia for the use of this unit and remind all our readers that, although there are now products out on the market that do more for about the same price, he was out with this product nearly one year ago when the competition was priced at over \$300 (remember when the Atari 800 was priced at \$1000 with 8K?).

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BASEBALL

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Did you play softball or baseball when you were a kid? Yeah, what position did you play? Really? I used to play left out. It is 20 years later and it seems that now we are all playing left out.

In the July issue of Consumer Reports (you know, the toaster and washing machine review people) there is a call for computer owners to supply information on the "buying, learning to operate and running" of their personal computers. Most computers were mentioned except Atari. You can obtain a questionnaire from:

Consumer Reports
Box RME
256 Washington St.
Mount Vernon, NY 10550.

Be sure to include your name, address and the brand of computer you own. Write to Consumer Reports and help to change the non-image that Atari seems to have.

COMPUTER JOKE COLUMN

From Infoworld....

How many computer programmers does it take to screw in a light bulb?

- a) None. That's a hardware problem.
- b) At least 2. One always changes jobs in the middle of the project.
- c) Only one- if s/he is bright enough.
- d) With or without a flowchart.

Ed. Note: I told you I wanted to start new columns.



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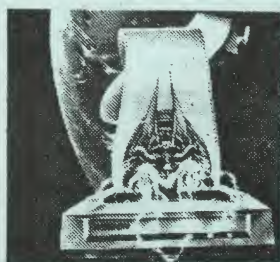
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ACCESSING BULLETIN BOARD SYSTEMS

by William W. Hough

When I was shopping for a home computer several months ago, one of my criteria was that it double as a home terminal. I do a lot of work from home with a computer at the office, and while I had acquired an ancient CRT terminal from a local computer junk yard, it left a lot to be desired -- like no backspace capability or printer connection. ATARI had all the necessary hardware available in their "Communicator" package, (modem, interface module, and TELELINK I), but most important was the fact that it could work with both upper and lower case and display 40 characters per line on a TV rather than 22 or so upper-case-only characters available with other low-end machines. For this, and several other reasons, I settled on the ATARI.

The TELELINK I cartridge is convenient to use and works fine. However, it wasn't long before I wanted to transfer files back and forth between the host computer and my ATARI cassette recorder. (I didn't, and still don't, have a disk drive.)

I composed a couple of Basic programs, one for each direction of transmission. On download, a bit of post processing was necessary because my host computer, like many others, insists on sending a carriage return-line feed pair as the line delimiter. The "light-translation" option in the ATARI Interface Module software translates the carriage return to the ATASCII EOL character, CHR\$(155), but leaves the line-feed, CHR\$(10), intact. After a weekend of playing to solve this and other problems, I had two short working programs that I use as follows:

I log-on to the host computer with the TELELINK cartridge, and get to the point where I want to read or write a particular file. In some cases, the host will automatically wait, and in others, I must send it a CONTROL-S to pause. I then remove TELELINK, insert BASIC, and CLOAD the appropriate program from the cassette. Then I quick change tapes, either to a blank for downloading or an ATASCII formatted cassette (either a data file written with PUT or PRINT or a Basic program recorded with the LIST "C:" command, but NOT a tokenized file), for uploading. Then I reinsert the TELELINK, and can log-off or continue to do other things with the host. A complicated procedure, I admit, but useable with a minimum of programming effort.

A few weeks ago, a friend of mine who has been into micros for several years told me of a new bulletin board system devoted to ATARI. "What's a bulletin board system?", I asked.

Bulletin boards are systems owned by hobbyists or dealers that offer, usually free, file space for messages, questions, answers, phone numbers for other bulletin

boards, want ads, and public domain software. They are accessed over the telephone network, so you do incur a phone bill. Most of the general bulletin boards run under the CP/M operating system. The ATARI board I have used also runs under CP/M on a Z80 based system. I am told that some ATARI boards in the country run on ATARI systems with a special bulletin board program written just for ATARI. When you call one, it tells you a bit about itself, will give instructions if you ask it to, and tell you how to find things. You can find out a lot with just a terminal (e.g. TELELINK), but if you haven't hard copy capability (a printing terminal), take notes on the commands.

On the ATARI board, I found lots of programs of interest. One of particular interest was a terminal program called JONESTERM (after its author, Frank Jones), with corresponding documentation, that would transfer files to or from cassette, or disk, or to a printer connected to the ATARI. It looked as if it would be a huge improvement over my cumbersome method. However, it was quite long, and would have taken my clumsy fingers a few hours to type. I decided to try my cumbersome technique to download JONESTERM. My short download program was customized for UNIX, so I had to rewrite it for CP/M. Actually, after borrowing a couple of Frank's ideas, it turned out to be very simple, and I offer it here for your use. I call it QD(quick and dirty)DUMP. Note that you only need this program to get JONESTERM, or another first terminal program you might like better, and it is customized for CP/M. If you use this program on other than CP/M, there are some changes you will need to make. I'll try to identify the statements needing attention through remarks.

```

10 DIM INLINE$(120),QUIT$(5)
19 REM : DEFINE EOF FROM CP/M
20 QUIT%=CHR$(10):QUIT$(2)="DONE"
29 REM : FIND MEMORY AVAILABLE
30 N=FRE(0)-256
40 N=N*(N<=32767)+32767*(N>32767)
50 DIM TXT$(N)
59 REM : OPEN RS-232 PORT
60 OPEN #2,13,0,"R1:"
70 XIO 40,#2,0,0,"R1"
80 PRINT #2;"":REM : START CP/M
89 REM : LOOP TO GET PROGRAM FROM CP/M
90 FOR I=0 TO 1 STEP 0
100 INPUT #2;INLINE$:TRAP 150
110 PRINT INLINE$
120 IF INLINE$=QUIT$ THEN 150
129 REM : APPEND INLINE TO TXT
130 TXT$(LEN(TXT$)+1)=INLINE$
140 NEXT I
149 REM : WAIT (BLINDLY) FOR CP/M PROMPT
150 FOR T=1 TO 2000:NEXT T
159 REM : SIGNOFF FROM CP/M
160 PRINT #2;"BYE"
170 CLOSE #2

```



```

190 STOP
199 REM : TO WRITE CASSETTE, TYPE "GOTO 200" OR "CONT"
200 DIM BYT$(1)
209 REM : OPEN CASSETTE
210 OPEN #3,8,0,"C1:"
219 REM : LOOP TO WRITE TO CASSETTE
220 FOR I=1 TO LEN(TXT$)
230 BYT$=TXT$(I,I)
240 BYTE=ASC(BYT$)
250 IF BYTE=10 THEN BYTE=155
260 PUT #3,BYTE
270 NEXT I
280 CLOSE #3

```

A few notes on the above program and its use. The statements before the STOP at line 190 record incoming lines as a single string called TXT\$ that is dimensioned to use all remaining available memory in your ATARI. The statements beginning with line 200 write the string to tape (change to disk if you have one) while doing the appropriate character translation.

You need a loadable copy of QDDUMP before you use it. I'm sure you will have explored the bulletin board with your TELELINK cartridge before you use this program, and have discovered that to read an ASCII file, you simply find the disk on which it is stored and, if it is CP/M, type "TYPE FILENAME" (e.g. "TYPE JTERM.ATB") at it. It will come back with a couple of statements ending with "LISTING FILE: FILENAME". Real quick, send CONTROL-S to halt its output. You now have time to insert the BASIC cartridge and load QDDUMP. When you RUN it, it will start CP/M again and create TXT\$. While it is doing this, you can insert a blank tape in your cassette. It should get to the STOP statement at line 190 and automatically sign off of CP/M (to save you phone time), but you should also watch the receive carrier light on your Modem, which will go out after CP/M either receives your signoff or gets tired of waiting for you to give it another instruction and disconnects. (This is the dirty part of quick and dirty.) Hang up your end, hit break, and you can type "PRINT TXT\$" to see what you've captured. Those funny triangles at the beginning of each line are the ASCII line-feed characters we'll get rid of in the next part. Type "GOTO 200" or "CONT" and it will write TXT\$ on your tape (or disk or printer) depending on what you changed line 210 to. Your tape, or whatever, now has a loadable copy of the transferred program. Load it by ENTER "C:" (or whatever). It might give you a couple of error messages if it finds some statements that it doesn't understand, but you don't want those anyway.

If it is indeed JONESTERM that you've captured, throw away QDDUMP. Early versions of JONESTERM listed the complete file, including the funny triangles, which made it non-enterable as a program. You could of course enter it as text using INPUT or GET and process the text to eliminate the ASCII line feed characters. If you run into this problem, changing the PRINT statement in JONESTERM to

something such as lines 220 to 270 in QDDUMP will write a loadable copy the first time.

One of the motivations hobbyists have for offering the bulletin boards is that they get to see lots of software people upload to them. I haven't found a way to do this with JONESTERM because of the way CP/M works. To upload a program to CP/M you need to get AMODEM3, which works with a CP/M program called XMODEM. It's on the bulletin boards, but as written doesn't work with cassette. My next project is to modify it for cassette, or break down and get a disk drive. JONESTERM does work quite well on uploading to UNIX.

Oh, I almost forgot. The phone number for the closest ATARI bulletin board is 215-836-5116. You'll find lots of good stuff, and hopefully add to it. Finally, does anybody want to buy a TELELINK I cartridge, cheap?

NEWS BITS
From Eugene ACE Newsletter
August/Sept.

The July 26, 1982 issue of InfoWorld is devoted to the Atari computer and has all kinds of interesting tidbits. InfoWorld is a weekly newspaper for the microcomputer industry and contains the latest news and feature stories of interest to both professionals and amateurs alike.

They begin by saying that almost 300,000 Ataris have been sold (no breakdown on 400/800 sales) and that Atari is outselling Apple. They report that Roger Badertscher, the former head of Atari, is leaving to form his own company. There was a discussion with Bill Wilkinson of O.S.S, Ken Grant from Synapse, Robin Sherer from Santa Cruz Software, and Jim Capparell of Antic with Clyde Spencer from the San Francisco Bay Area Atari Group representing the users. Some interesting comments were made concerning the Atari BASIC vs. Microsoft BASIC controversy. Since so many Atari programs and books on programming in Atari BASIC are out, the lack of compatibility with Microsoft has become much less important. Bill Wilkinson pointed out that the new ANSI standards for BASIC as reported in a recent issue of BYTE, show Atari BASIC to be much closer than Microsoft, especially in string handling.

There are articles on Electronic Fantasy, Synapse software, and nice reviews of Filemanager 800, Micropainter, Lon Poole's book, "Your Atari Computer" and Monkey Wrench. There is also an interesting article on a new CP/M-Atari interface that allows you to hook up your Atari to a CP/M computer by USS for \$177.00, and a review of the new Percom double-density disk drives.

The most interesting product announced in this issue was a 3-inch micro-floppy disk drive and cartridge with 1 megabyte capacity for \$899.00 by Amdek, 2420 E. Oakton ST., Suite E, Arlington Heights, ILL 60005. No mention of Atari, but they are supposedly releasing an Atari version "soon".

SPECIAL INTEREST GROUPS

List of members

At the July meeting, special interest group sign-up sheets were posted in the lobby of the auditorium. The following is a listing of those sheets. It is left up to each group to decide how, where and when they will meet. A member list will be published in the October or November Newsletter to facilitate the special interest group formation.

Key: N-North, S-South, C-Central, *-willing to assume a leadership role in the group.

PASCAL

Don White N

BASIC

R. Mastella S

EDUCATION

John Callaghan S William Jacobs S
Curtis Springstead N George Chin S

GAME CONSTRUCTION

John Callaghan S Steve Muccione N
Neal Rothleder N C.W. Fong N
John Palinkas N George Chin S
Greg Panza S Edgar Willinelson N

PILOT

Curtis Springstead N Nelson Pineda C *

WAR GAMES

No signees

GRAPHICS

John Callaghan S Neal Rothleder N
Ken Roser N C.W. Fong N
Don White N Dick Shields N *
Garry Hodgson N George Chin S
Greg Panza S

TELECOMMUNICATIONS

Ken Roser N Don White N
Dick Shields N * Nelson Pineda C *
Berne Stober N Hank Hirschfeld N
Bob Reeves C

ARCADE GAMES

Steve Muccione N Ken Roser N
John Palinkas N Garry Hodgson N
George Chin S Hank Hirschfeld N
Greg Panza S

FORTH

Dennis Hoskins N Curtis Springstead N *
Dan Martin N Steve Rothleder N
C.W. Fong N Doug Way N
Garry Hodgson N Bob Phillips N
George Chin S Hank Hirschfeld N
Don Ursem N

ASSEMBLY LANGUAGE

George Chin S H. Wolverton N
A. Tom N John Callaghan S
Steve Muccione N Greg Panza S
Neal Rothleder N Ken Roser N
Paul Moody N C.W. Fong N
Edgar Coscolluela N John Palinkas N
Bill Page N Dennis Kushler N
Frank Hopwood N Larry White N
Don Ursem N Dick Shields N *
Berne Stober N George Hamilton N
Tom Kretkowski N

TRADING POST

Trading Post is a monthly column that allows JACG members to list items for sale or swap. There is no charge for this service, and material must reach me by the 20th of the month.

For Sale: Game Cartridges for 400/800-- Asteroids, Chess, Star Raiders, K-Razy Shootout and Super Breakout. Also, Advanced Musicsystem (disk) and issues #1-6 of Analog magazine. Contact: Art Leyenberger, 386-4254, weekdays.

For Sale: Education System Master Cartridge - only \$15. Thorn EMI Pool, Snooker and Billiards (disk) - only \$15. Contact Dick Kushner, 582-4794 (weekdays).

For Sale: Atari 800 (16k with GTIA chip), 410 recorder and green phosphor monitor. Also joysticks and software. Practically new, must sell. Price negotiable. Call Don: 273-4349 (evenings).

For Sale: Atari 830 Acoustic Modem and Telelink Cartridge - \$100 takes them both. Call Ed Picciuti: 267-7745 (evenings).

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FIRST CLASS MAIL

JACG NEWSLETTER-VOLUME 2-NUMBER 1
SEPTEMBER 1982

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